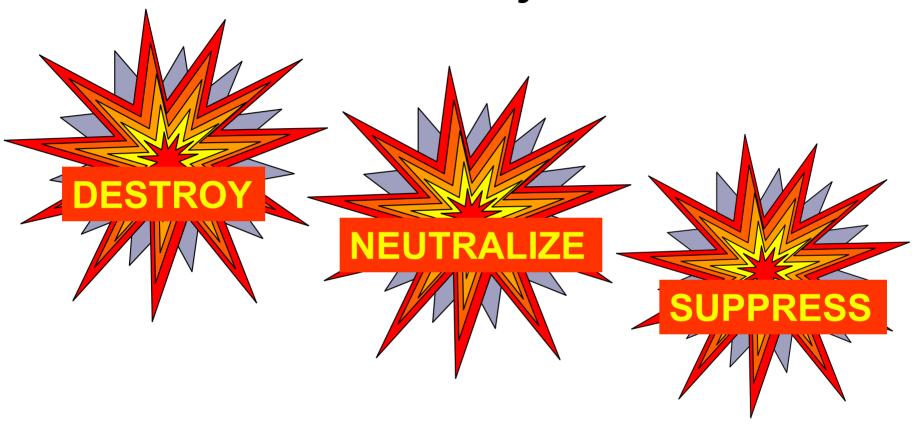


### Field Artillery Officer Basic Course

# MLRS SAFETY

# The Mission of the Field Artillery is to ...



the enemy by cannon, ROCKET and MISSILE fire and to help integrate all fire support assets into combined arms operations.

#### Learning Activities

- 1. Conduct OPAREA Safety
- 2. Conduct Firing Point Safety
- 3. Conduct Point to Point Safety

#### Live Fire Exercises

According to FM 25-101 <u>Battle Focused Training</u>, live fire exercises...

"closely replicate battlefield conditions. They develop confidence and esprit, as well as reinforce soldier, leader and unit discipline"

#### Key Personnel

- Installation Range Officer
- Range Control
- Commander
- Officer in Charge
- Firing Platoon Leader
- Firing Platoon Sergeant
- Launcher Section Chief

# Methods of Safety

OPAREA
Firing Point
Point to Point

# OPAREA Method

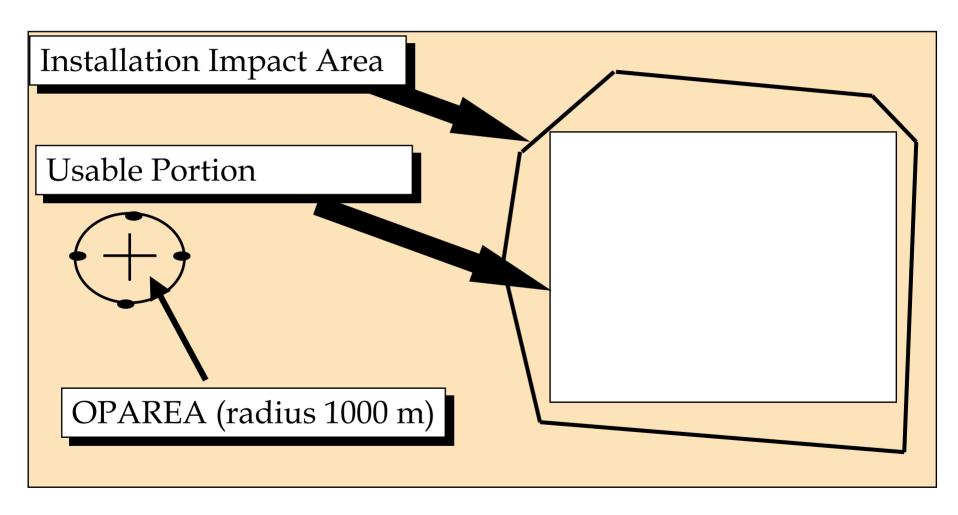
#### **OPAREA Safety**

- Safety computed for a firing area and a target area
- Installation impact area significantly reduced by factors W<sub>max</sub> X<sub>max</sub> and Y<sub>max</sub>
- Unit determines SDZ
- Unit computes safety data and Safety "T"

#### Advantages and Disadvantages

- Advantages
  - Allows most training value for FDC and Launcher Crews
  - Most realistic, tactically
- Disadvantages
  - Construction of SDZ is complex
  - Needs large Installation Impact Area

- Outline Usable Portion of Impact Area
- Index center of firing area and apply radius for launcher firing area (1,000 m)



#### Practical Exercise

- Munitions Fired: M28A1 Rockets
- Installation Impact Area

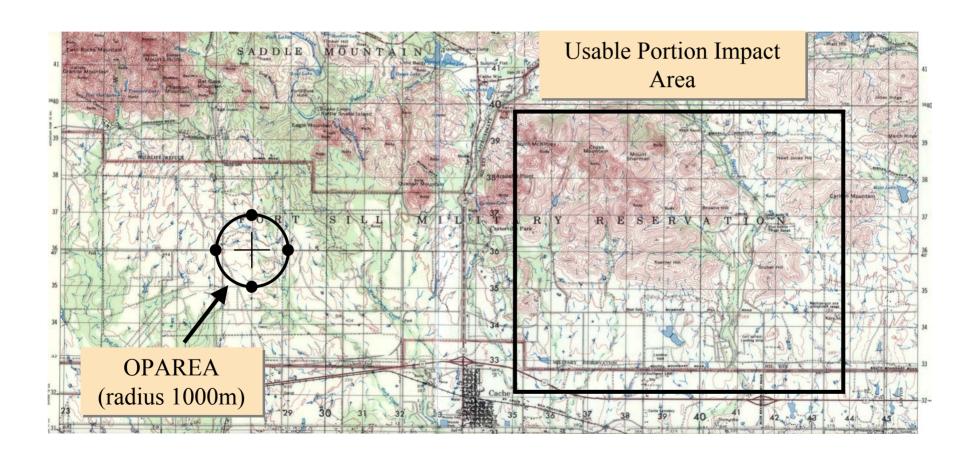
Grids: NP35003980

NP43803980

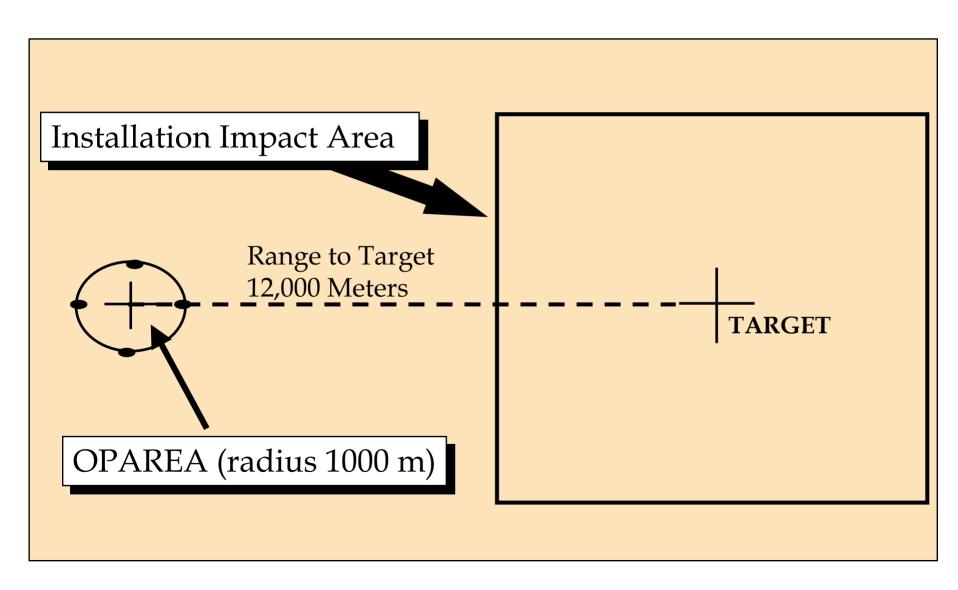
NP35003215

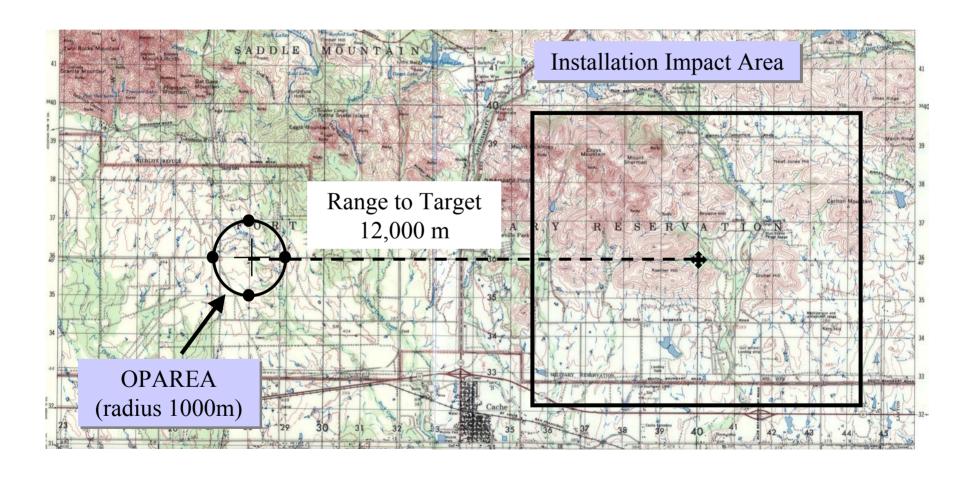
NP43803215

Center OPAREA Grid: NP28003600



- Index geographical center of target in Impact Area (12000 m from center of OPAREA)
- Draw a segmented line connecting the center of the OPAREA and the geographic center of the Impact Area





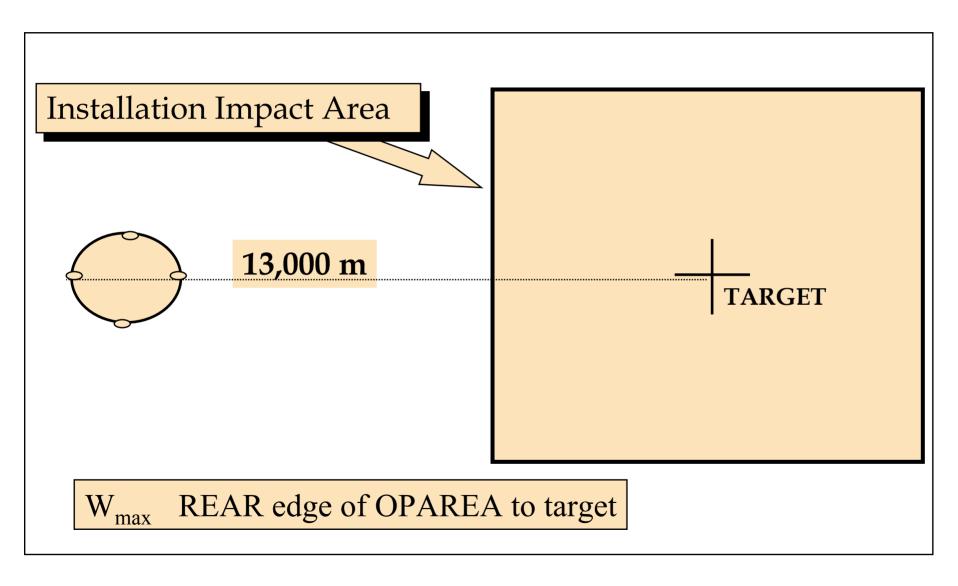
# Surface Danger Zone – Impact Area

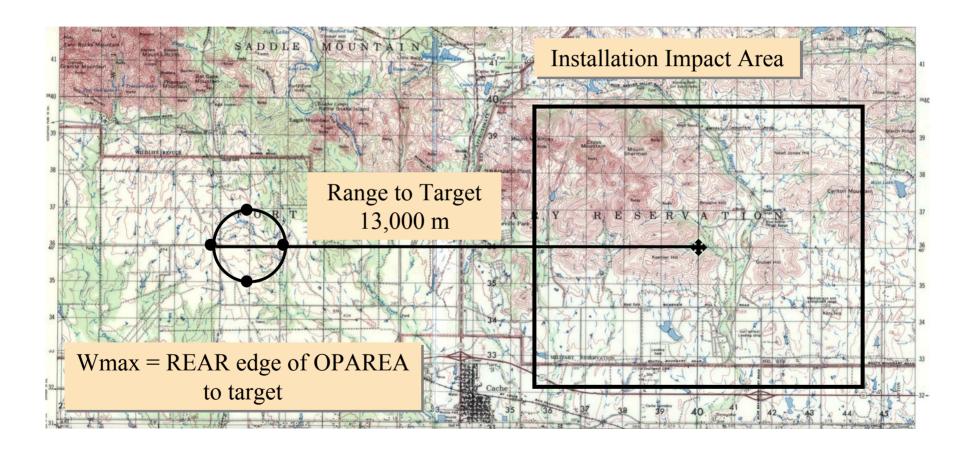
- Determine values for W<sub>max</sub> X<sub>max</sub> & Y<sub>max</sub>
- Entry value determined from range between the following:

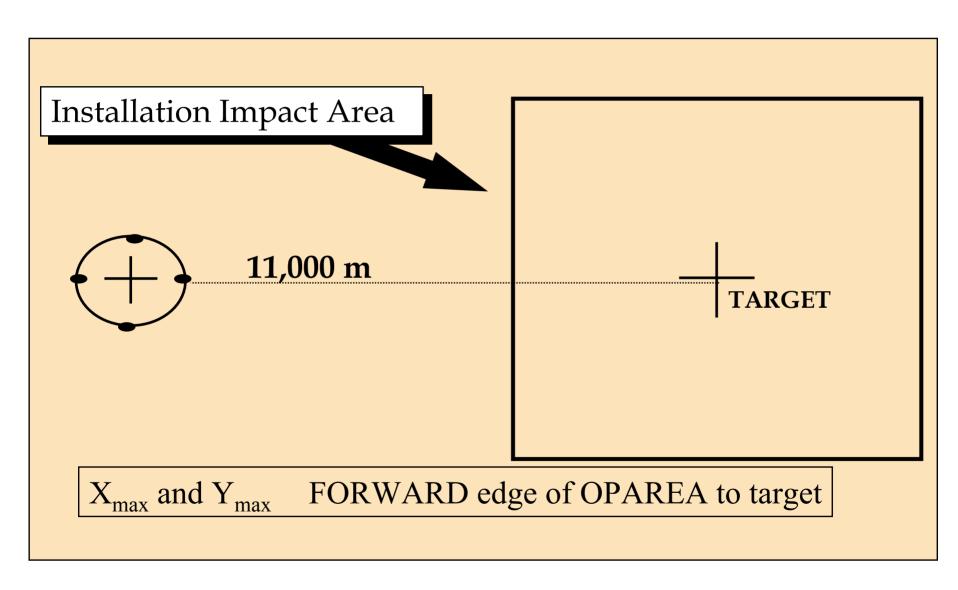
W<sub>max</sub> REAR edge of OPAREA to target

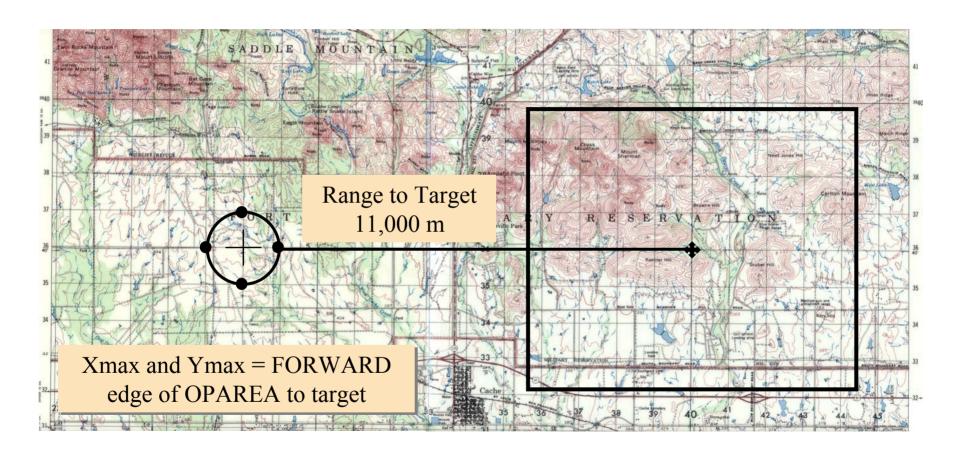
X<sub>max</sub> FORWARD edge of OPAREA to target

Y<sub>max</sub> FORWARD edge of OPAREA to target









## Entry Ranges

M28A1 Entry Ranges

 $W_{max}$  13,000

X<sub>max</sub> 11,000

Y<sub>max</sub> 11,000

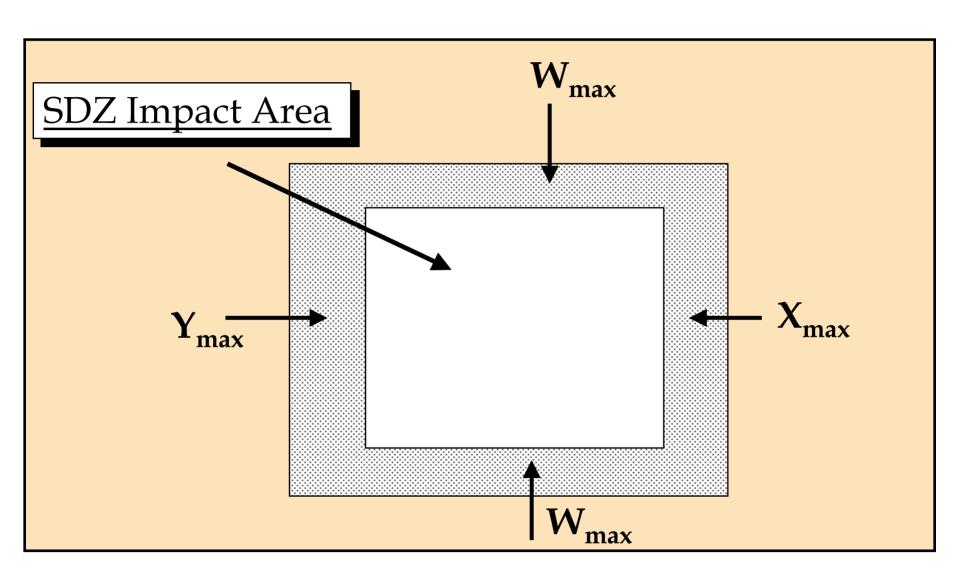
Use table J-2 (p J-4) to determine the safety values

# Safety Values – M28A1

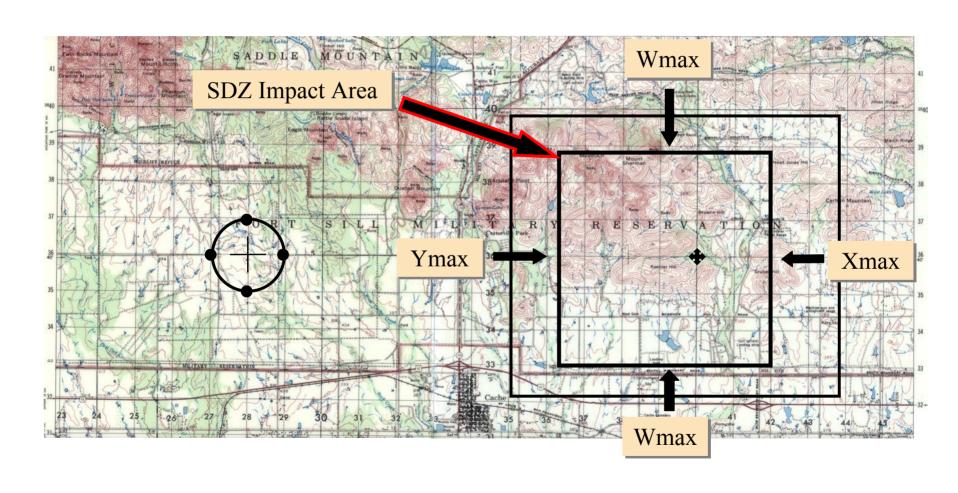
 $egin{array}{cccc} oldsymbol{W}_{max} & 850 \ oldsymbol{m} \\ oldsymbol{Y}_{max} & 1,800 \ oldsymbol{m} \\ oldsymbol{Y}_{max} & 1,180 \ oldsymbol{m} \end{array}$ 

Apply values from the edge of the impact area TOWARD THE TARGET

# SDZ – Impact Area

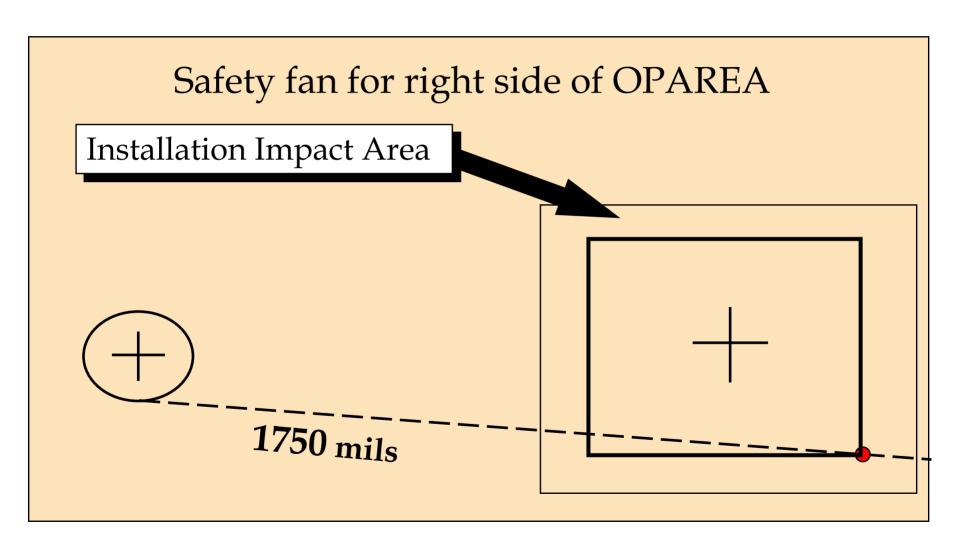


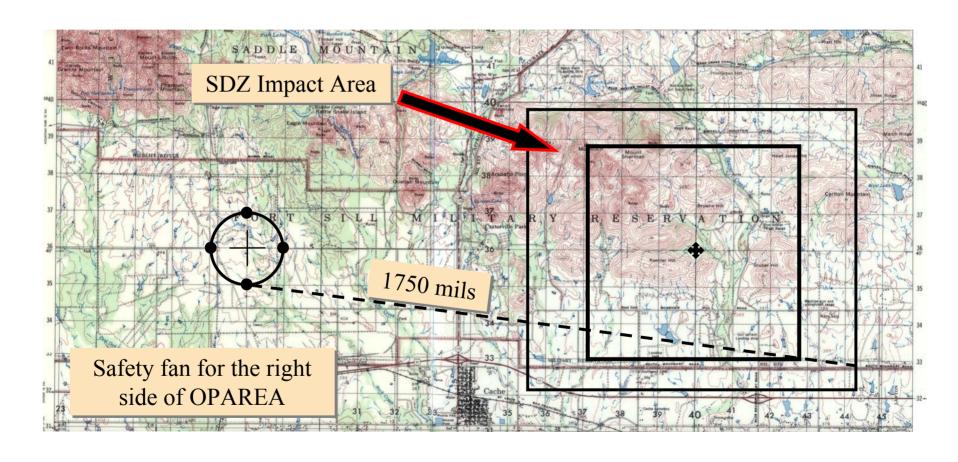
# SDZ – Impact Area

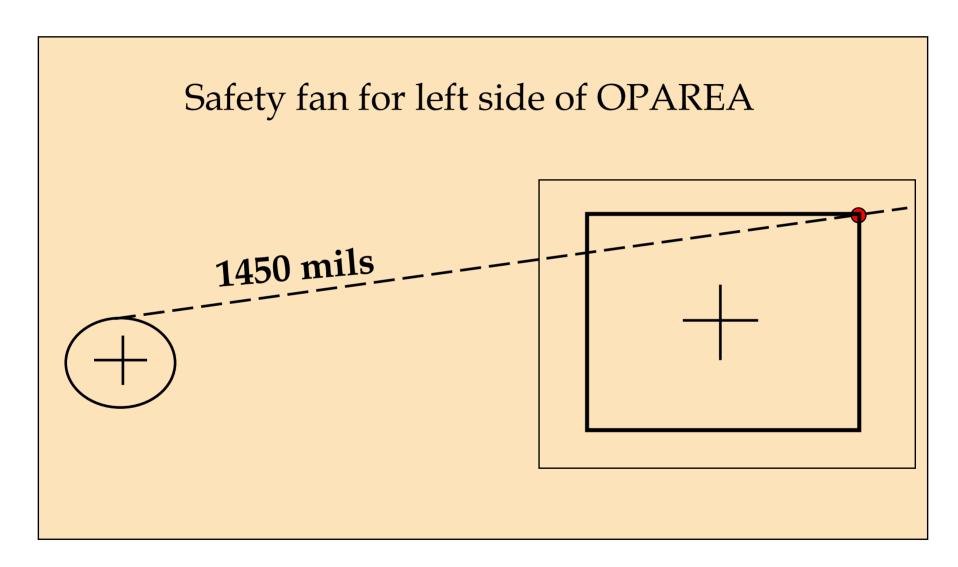


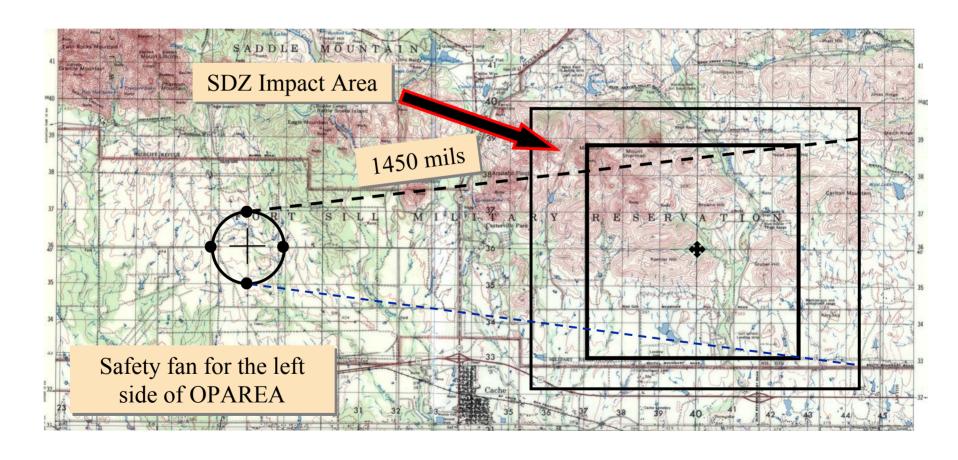
#### Phase II - Azimuth Limits

- Draw Right Azimuth Limit from the <u>most</u>
   <u>RIGHT</u> position and draw Left Azimuth Limit
   from <u>most LEFT</u> position in OPAREA
- Azimuths must keep all rounds within SDZ Impact Area





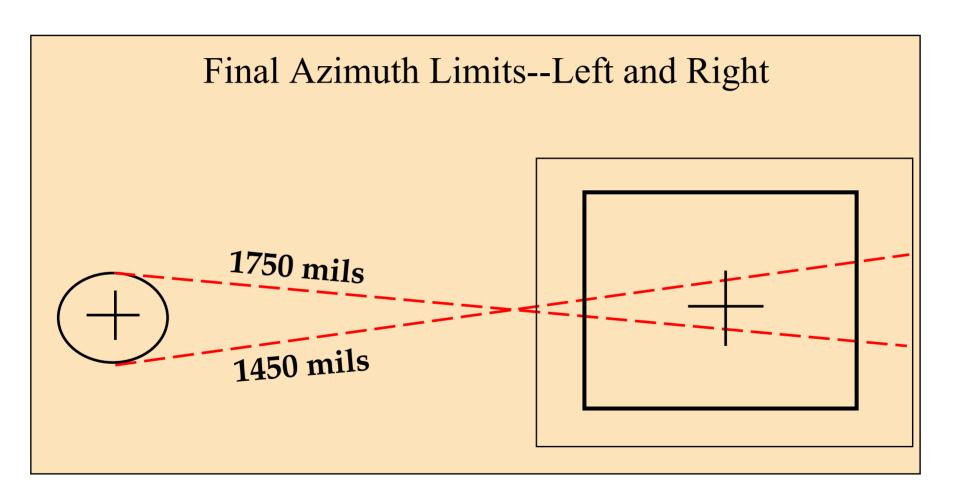




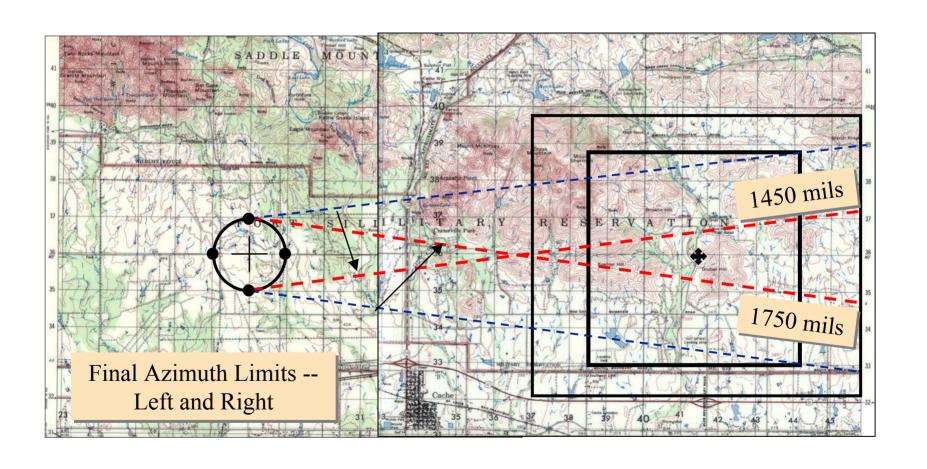
#### Phase II - Azimuth Limit Calculations

- Apply value of left azimuth limit to right most position 1450
- Apply value of right azimuth limit to left most position 1750
- These azimuth limits will be used to complete a TGT Selection Box

#### Phase II – Azimuth Limit Calculations



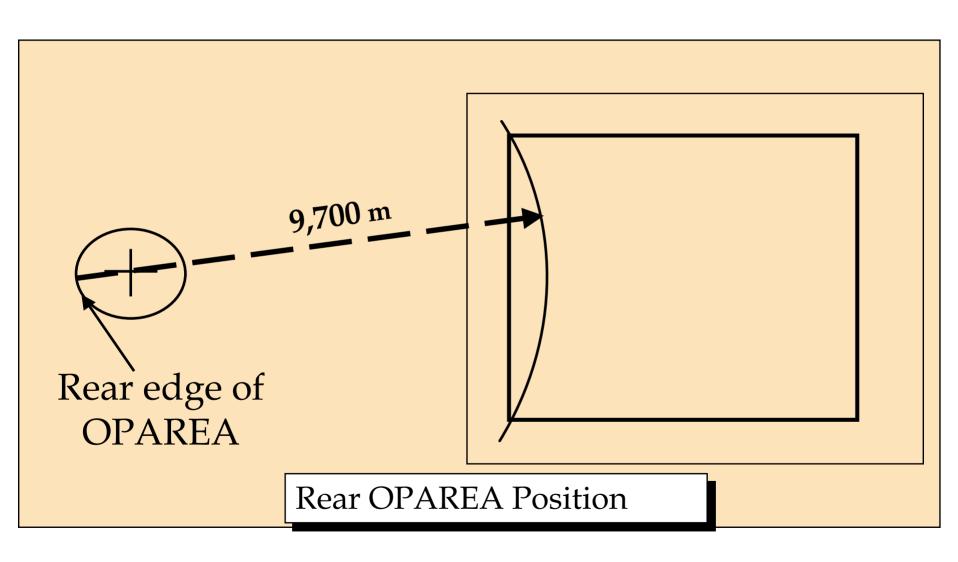
## **Azimuth Limits**



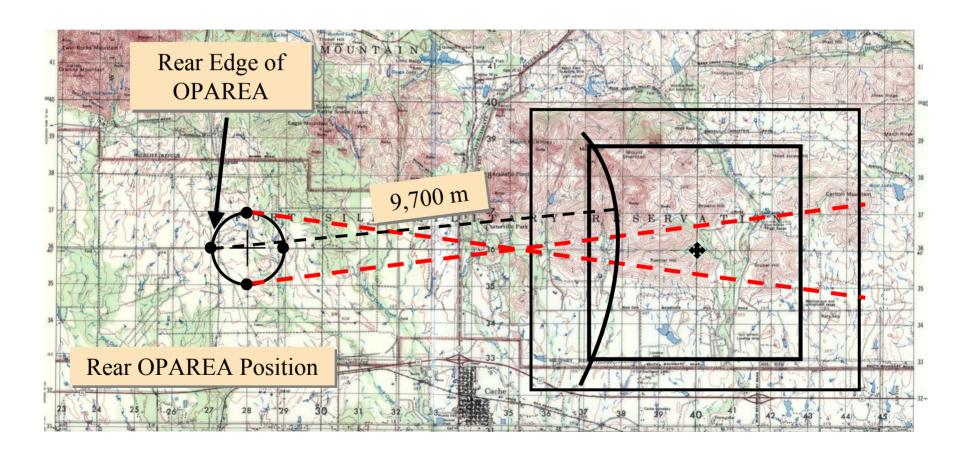
#### **Quadrant Elevation**

 Determine Min Range Value:
 From rear OPAREA position to near edge of the SDZ impact area within the azimuth limits.

# Range Limit Calculations



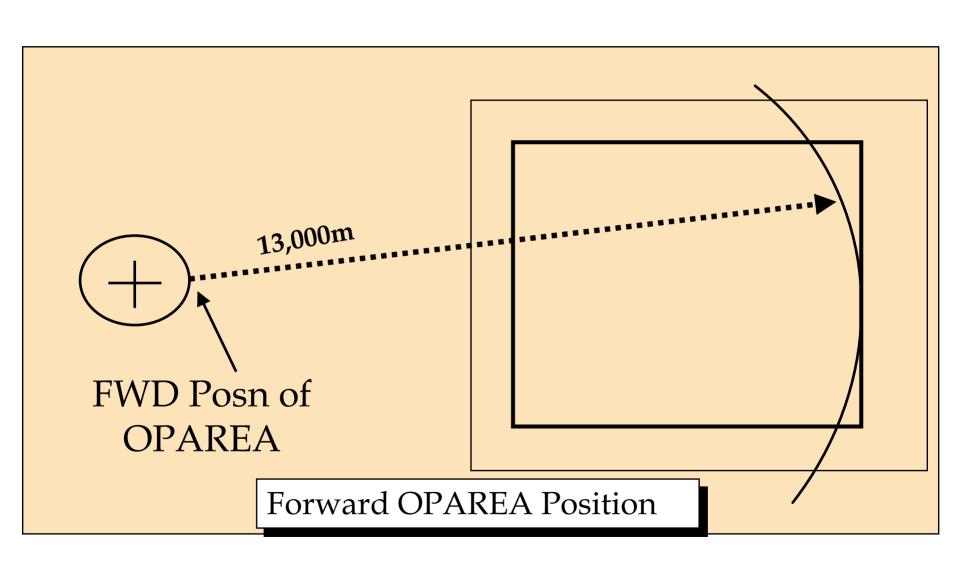
## Range Limit Calculations



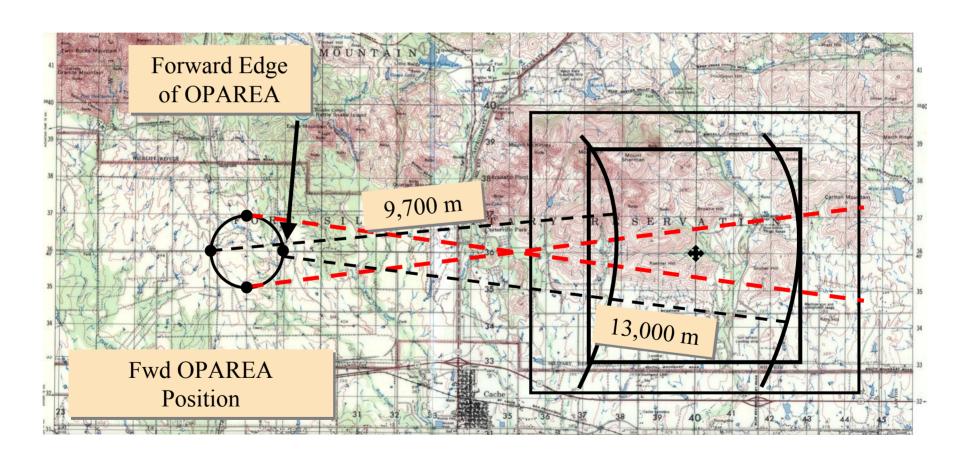
#### **Quadrant Elevation**

Determine Max Range Value:
 From forward OPAREA position to the rear edge of the SDZ impact area within the azimuth limits.

## Range Limit Calculations

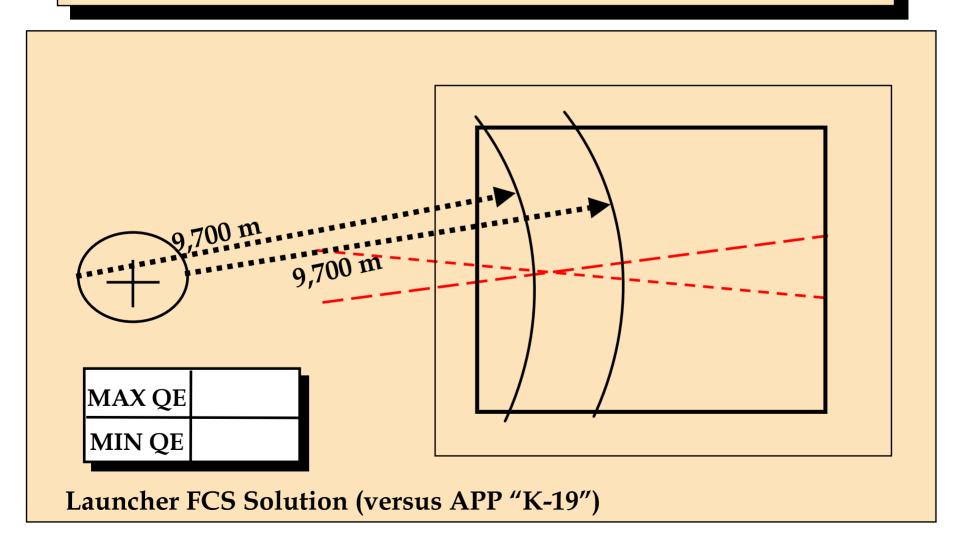


## Range Limit Calculations



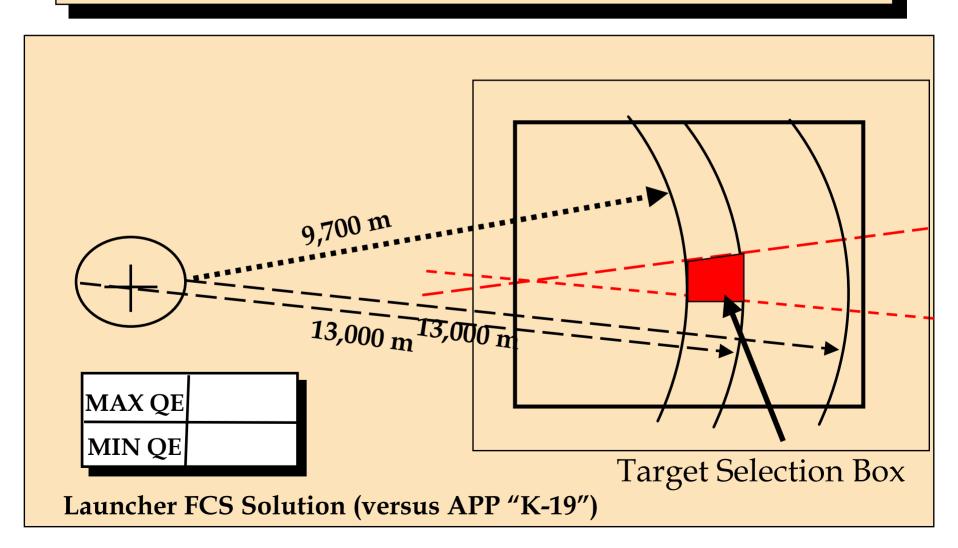
#### Derive Minimum Range

Apply minimum range from rear position to forward position of OPAREA

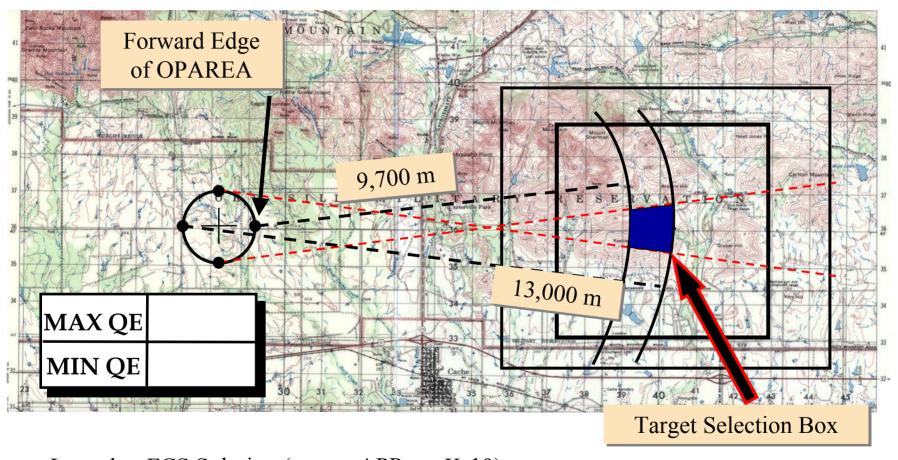


#### Derive Maximum Range

To Derive Maximum Range:
 Apply maximum range from forward position to rear position of OPAREA

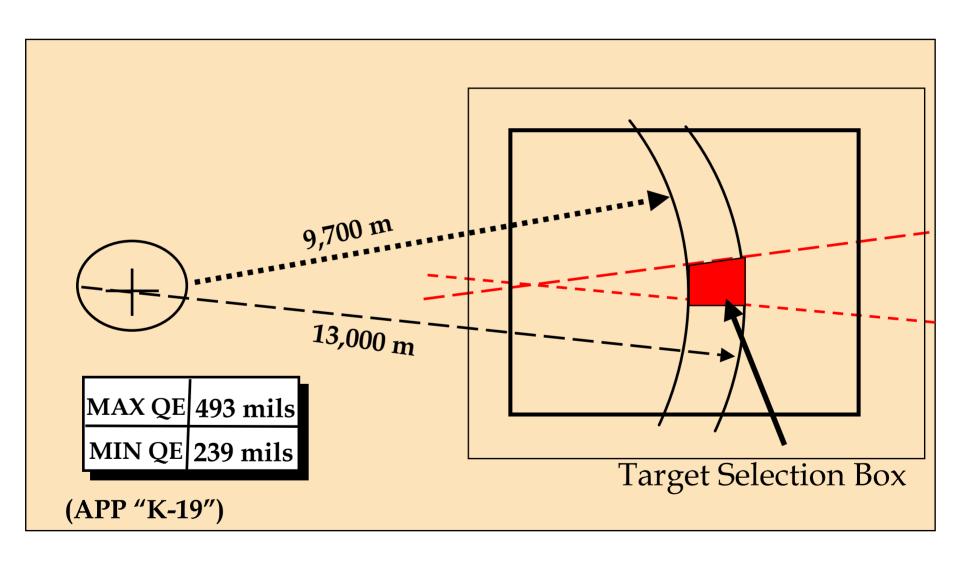


#### **Quadrant Elevation Limits**

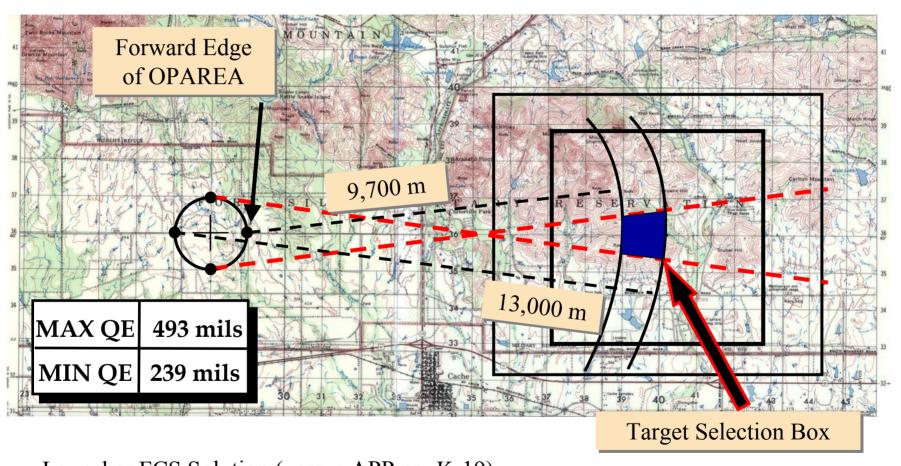


Launcher FCS Solution (versus APP pg. K-19)

#### **Quadrant Elevation Limits**

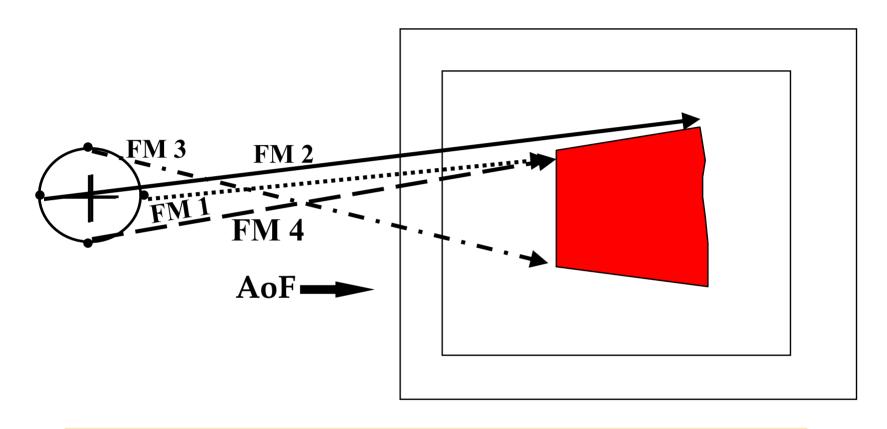


#### **Quadrant Elevation Limits**



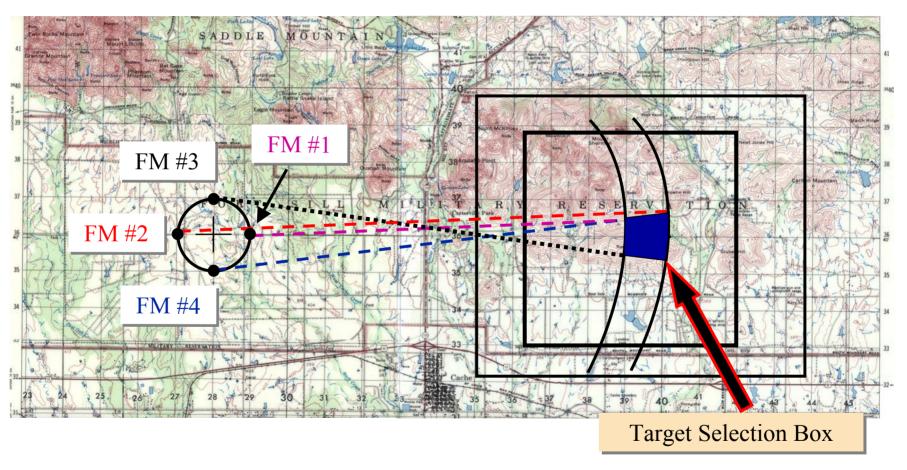
Launcher FCS Solution (versus APP pg. K-19)

#### Safety T Computation – with current MET



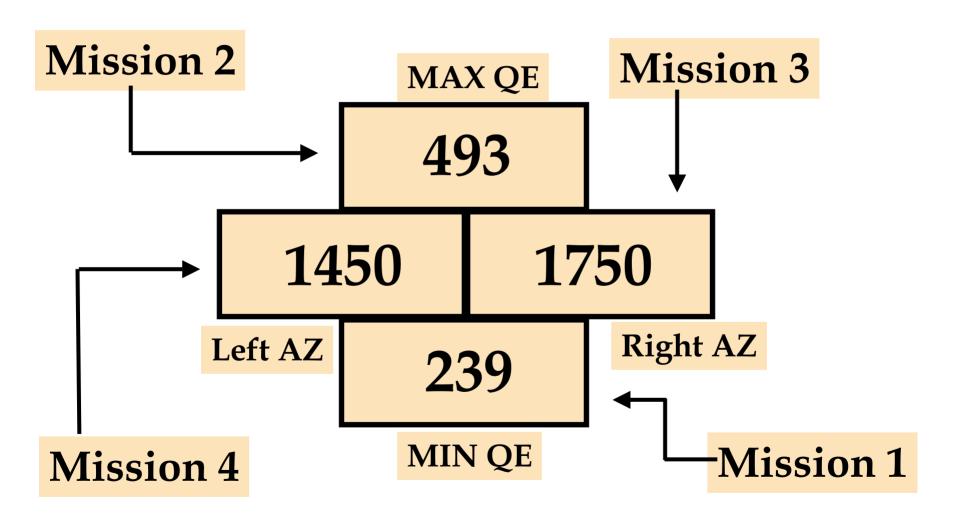
- FM 1 (Min QE): Fwd firing position to LLHC
- FM 2 (Max QE): Rwd firing position to ULHC
- FM 3 (Right AZ): Left firing position to LRHC
- FM 4 (Left AZ): Right firing position to LLHC

#### Safety T – With current MET



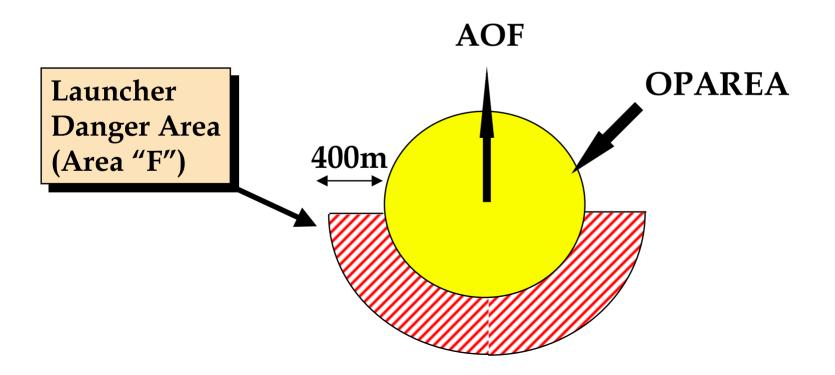
Launcher FCS Solution (versus APP pg. K-19)

#### Safety T



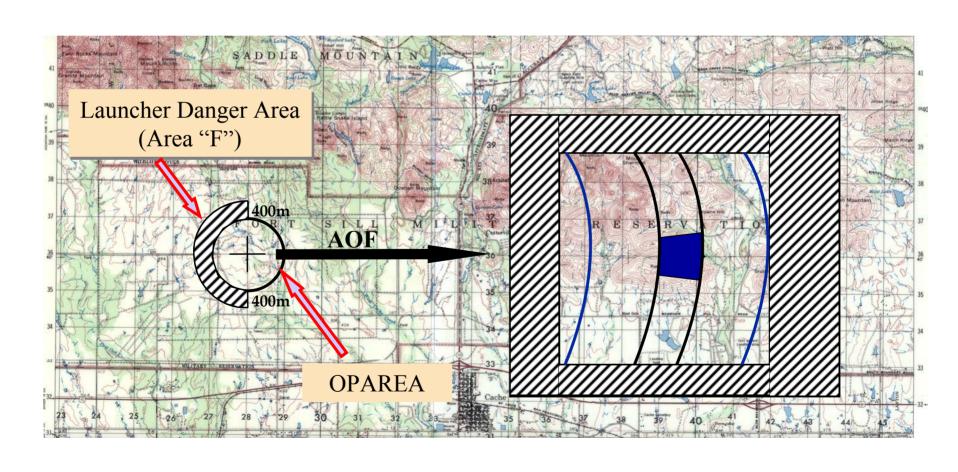
#### Phase III - OPAREA SDZ

 Launcher Danger Area
 Draw 400m arc extended beyond rear half of OPAREA

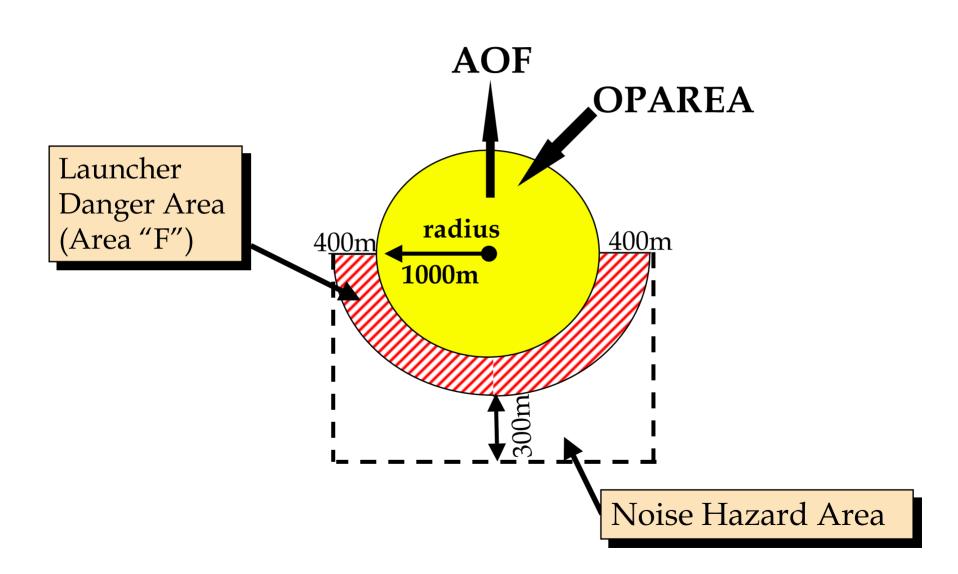


#### Phase III - OPAREA SDZ

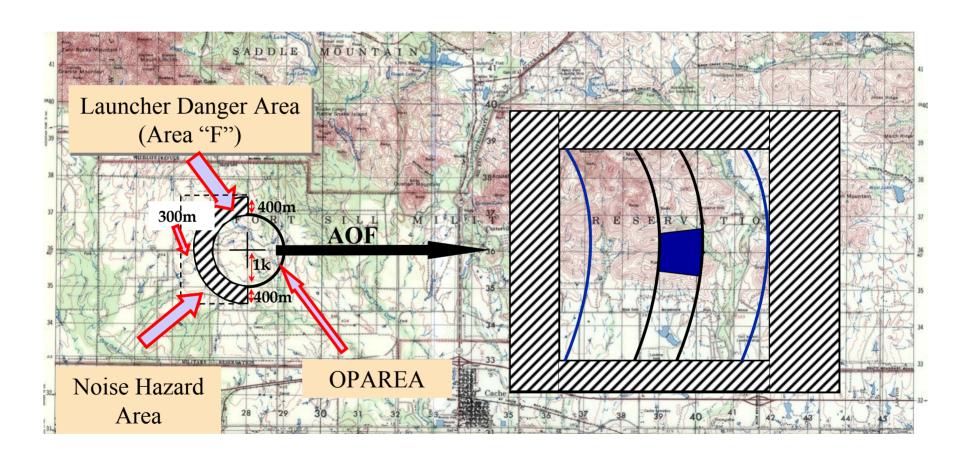
Launcher Danger Area
Draw 400m arc extended beyond rear half of
OPAREA



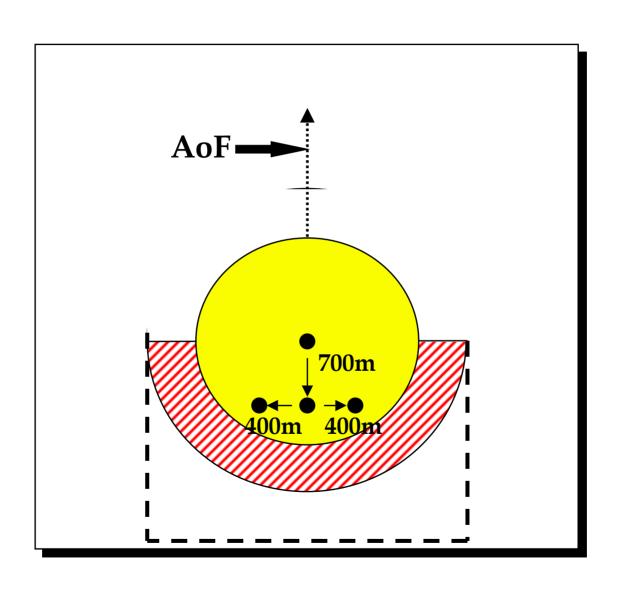
#### Phase III - OPAREA NHA (Method A)



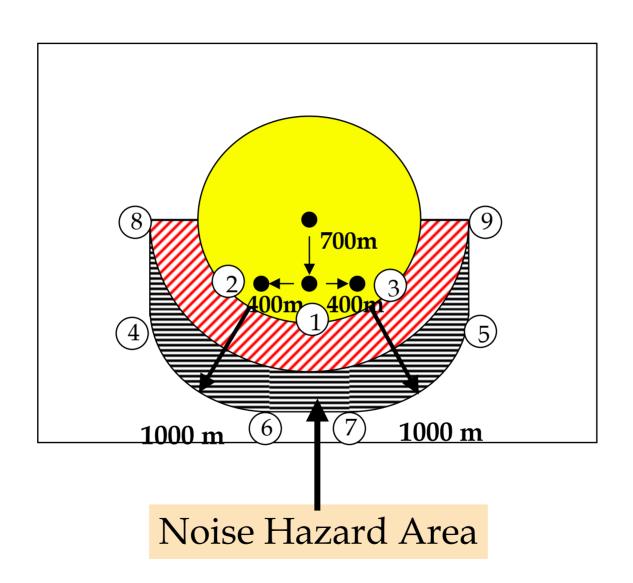
#### Phase III - OPAREA NHA (Method A)



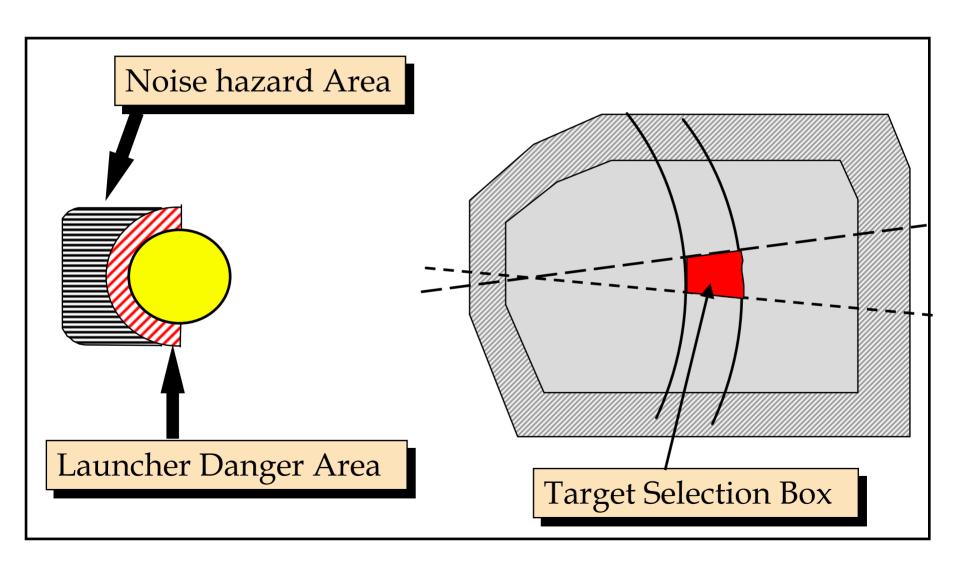
#### Phase III - OPAREA NHA (Method B)



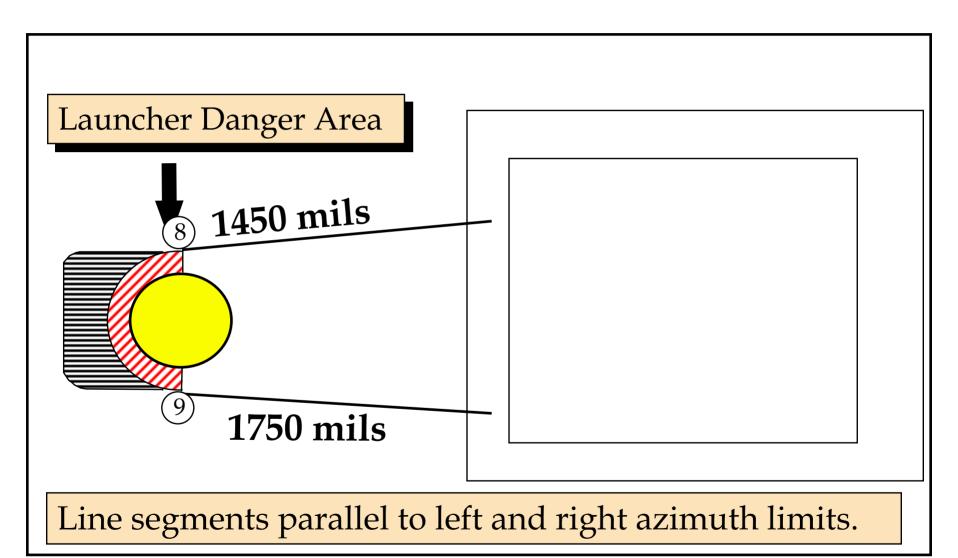
#### Phase III - OPAREA NHA (Method B)



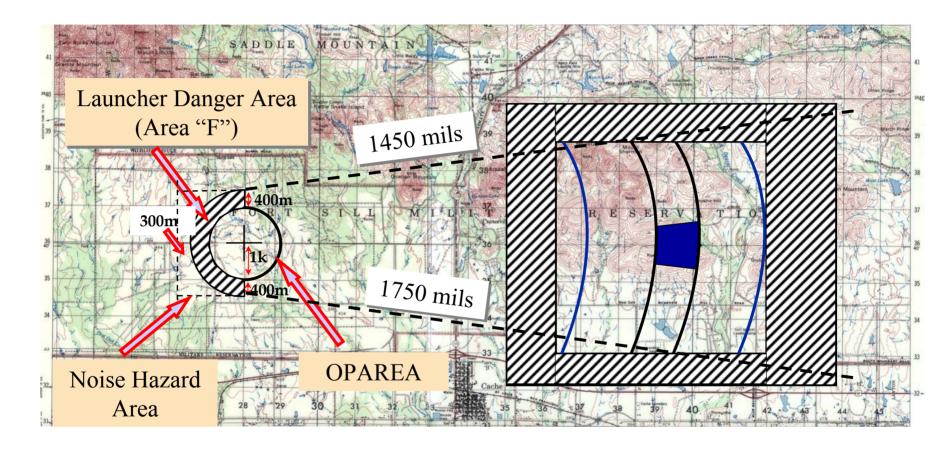
#### Phase III - OPAREA NHA (Method B)



#### Phase IV – Flight Corridor



#### Phase IV – Flight Corridor



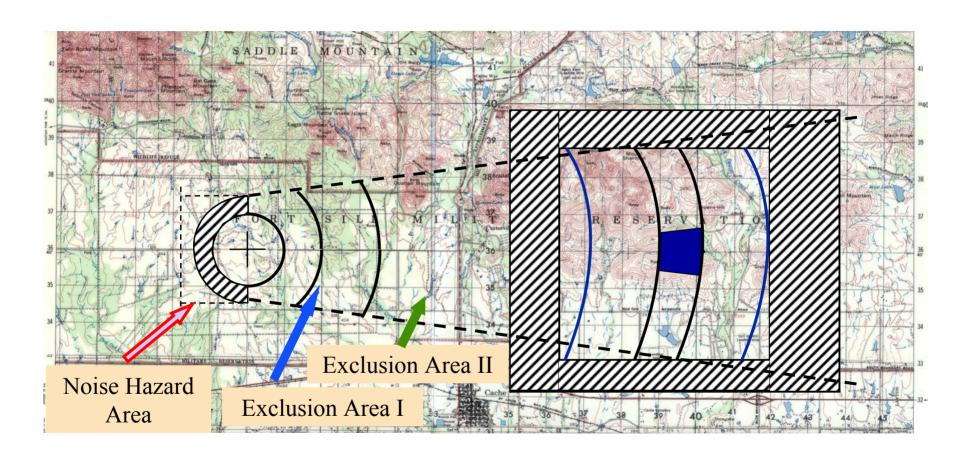
Line segments parallel to left and right azimuth limits.

#### Phase IV – Exclusion Areas

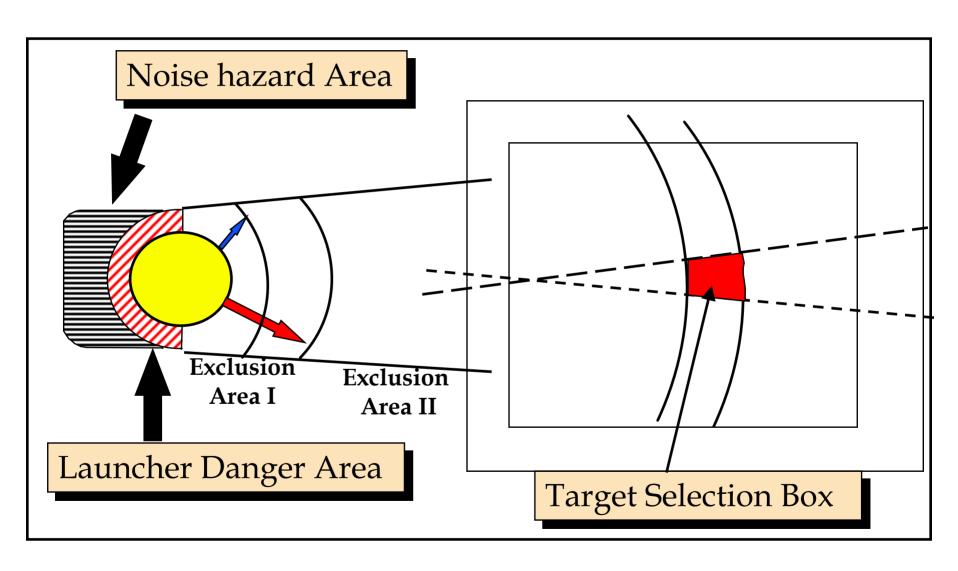
1:1000 short round probability (1,000 meters from forward edge of OPAREA) Exclusion **Exclusion** Area I Area II

1:10,000 short round probability (2,500 meters from forward edge of OPAREA)

#### Phase IV - Exclusion Areas



#### **OPAREA Method**



# Firing Point Method

### Firing Point Safety

- Safety determined from single firing point into "target selection box"
- Installation impact area reduced by factors W<sub>max</sub> X<sub>max</sub> and Y<sub>max</sub>
- Unit determines SDZ
- Unit computes safety data and Safety "T"

#### Advantages and Disadvantages

- Advantages
  - Construction of Safety T is very simple
  - Allows the FDC to select targets from the largest possible impact area.
- Disadvantages
  - Training value for launchers reduced

## Point to Point Method

#### Point to Point Safety

- Use Surface Danger Zones (SDZ) issued from Range Control
- Derived from single firing point to single target
- Computed from FCS data from two launchers
- Use of check launcher data to verify safety validity

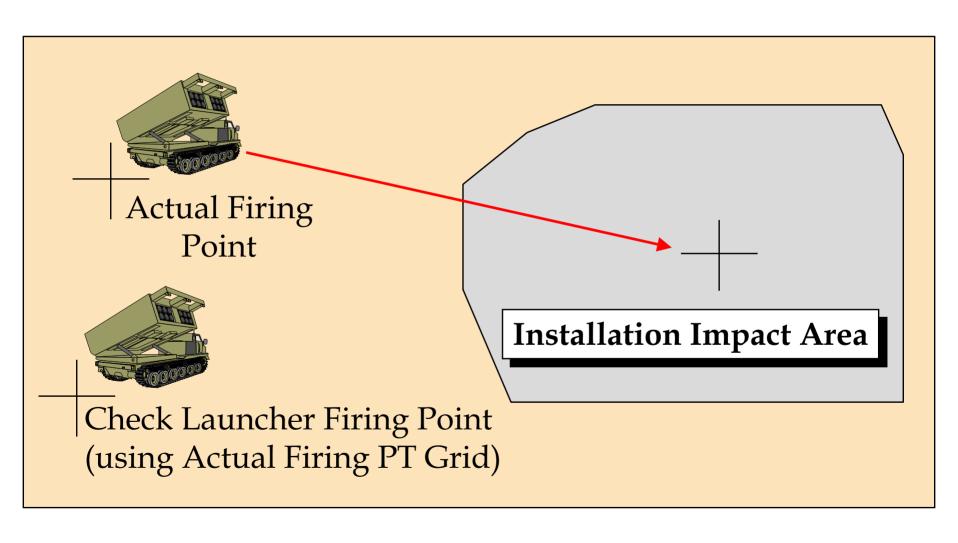
#### Advantages and Disadvantages

- Advantages
  - Quickly computes safety data
  - SDZ's determined by Range Control
- Disadvantages
  - Restrictive tactically for launcher and FDC sections
  - Must use another launcher to verify firing launcher

#### Point to Point Safety Computation

- Danger Area F 350 meters either side of launcher, 400 to rear of launcher
- NHA extends 300 meters to rear of Area F
- Flight Corridor extends parallel to Azimuth limits
- Exclusion Areas still apply (1:1,000; 1:10,000)

#### Point to Point Safety Diagram



#### Safety Computation

- Use check launcher with current MET
- Check launcher computes Azimuth, Quadrant Elevation and Time Fuze
- Firing launcher must be within command directed variance of check launcher

